

Jari Juhani Jussila

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5906793/publications.pdf>

Version: 2024-02-01

72
papers

759
citations

758635

12
h-index

610482

24
g-index

72
all docs

72
docs citations

72
times ranked

685
citing authors

#	ARTICLE	IF	CITATIONS
1	Social media utilization in business-to-business relationships of technology industry firms. Computers in Human Behavior, 2014, 30, 606-613.	5.1	159
2	Social media mining for smart cities and smart villages research. Soft Computing, 2020, 24, 10983-10987.	2.1	50
3	Annotation of Smart Cities Twitter Micro-Contents for Enhanced Citizenâ€™s Engagement. IEEE Access, 2019, 7, 116267-116276.	2.6	44
4	Tweeting and mining OECD-related microcontent in the post-truth era: A cloud-based app. Computers in Human Behavior, 2020, 107, 105958.	5.1	38
5	Social media based value creation and business models. Industrial Management and Data Systems, 2016, 116, 1820-1838.	2.2	33
6	Social media use and potential in business-to-business companies' innovation. , 2010, , .		31
7	Towards a Business-Driven Process Model for Knowledge Security Risk Management. International Journal of Knowledge Management, 2015, 11, 1-18.	0.7	31
8	The use of social media for knowledge acquisition and dissemination in B2B companies: an empirical study of Finnish technology industries. Knowledge Management Research and Practice, 2019, 17, 52-69.	2.7	29
9	Exploring co-learning behavior of conference participants with visual network analysis of Twitter data. Computers in Human Behavior, 2015, 51, 1154-1162.	5.1	26
10	Optimization Methods Applied to Motion Planning of Unmanned Aerial Vehicles: A Review. Drones, 2022, 6, 126.	2.7	25
11	Benefits of social media in business-to-business customer interface in innovation. , 2011, , .		24
12	Visualizing informal learning behavior from conference participants' Twitter data with the Ostinato Model. Computers in Human Behavior, 2016, 55, 584-595.	5.1	18
13	Social media's opportunities in business-to-business customer interaction in innovation process. International Journal of Technology Marketing, 2012, 7, 191.	0.1	16
14	Rapid Product Development in University-Industry Collaboration: Case Study of a Smart Design. Technology Innovation Management Review, 2020, 10, 49-59.	1.0	16
15	Can crowdsourcing really be used in B2B innovation?. , 2012, , .		15
16	Managing customer information and knowledge with social media in business-to-business companies. , 2011, , .		13
17	Information visualization of Twitter data for co-organizing conferences. , 2013, , .		11
18	Social Media Use and Potential in Business-to-Business Companiesâ€™ Innovation. International Journal of Ambient Computing and Intelligence, 2013, 5, 53-71.	0.8	10

#	ARTICLE	IF	CITATIONS
19	Analysing the role of crowdfunding in entrepreneurial ecosystems: a social media event study of two competing product launches. <i>International Journal of Entrepreneurship and Small Business</i> , 2018, 33, 575.	0.2	10
20	Charting the reach and contribution of IMP literature in other disciplines: A bibliometric analysis. <i>Industrial Marketing Management</i> , 2020, 87, 47-62.	3.7	10
21	Smart Mobility: Services, Platforms and Ecosystems. <i>Technology Innovation Management Review</i> , 2019, 9, 15-24.	1.0	10
22	Open Data and Open Source Enabling Smart City Development: A Case Study in HÅme Region. <i>Technology Innovation Management Review</i> , 2019, 9, 25-34.	1.0	10
23	Towards ecosystem for research and development of electrodermal activity applications. , 2018, , .		8
24	World Heritage meets Smart City in an Urban-Educational Hackathon in Rauma. <i>Technology Innovation Management Review</i> , 2019, 9, 44-53.	1.0	8
25	Visual Network Analysis of Twitter Data for Co-organizing Conferences: Case CMAD 2013. , 2014, , .		7
26	Approach for investigating crowdfunding campaigns with platform data. , 2015, , .		7
27	Knowledge Security Risk Management in Contemporary Companies – Toward a Proactive Approach. , 2015, , .		7
28	Developing a Conceptual Model for the Relationship Between Social Media Behavior, Negative Consumer Emotions and Brand Disloyalty. <i>Lecture Notes in Computer Science</i> , 2016, , 134-145.	1.0	7
29	Social mining for terroristic behavior detection through Arabic tweets characterization. <i>Future Generation Computer Systems</i> , 2021, 116, 132-144.	4.9	7
30	Text Analysis Methods for Misinformationâ€“Related Research on Finnish Language Twitter. <i>Future Internet</i> , 2021, 13, 157.	2.4	7
31	Social Media Analytics Empowering Customer Experience Insight. <i>Springer Proceedings in Business and Economics</i> , 2017, , 25-30.	0.3	6
32	How to Boost Innovation Culture and Innovators?. , 2010, , 359-381.		5
33	Innovation-related benefits of social media in Business-to-Business customer relationships. <i>International Journal of Advanced Media and Communication</i> , 2013, 5, 4.	0.2	5
34	Design of Mobile Application for Self-reporting Affective Experiences. , 2018, , .		5
35	Value Creation in Business-to-Business Crowdsourcing. <i>International Journal of Knowledge Society Research</i> , 2013, 4, 52-63.	0.8	4
36	Visualizing informal learning behavior from conference participants Twitter data. , 2014, , .		4

#	ARTICLE	IF	CITATIONS
37	Crowdfunding in the Development of Social Media Fanbase – Case Study of Two Competing Ecosystems. , 2016, , .		4
38	Application for pre-processing and visualization of electrodermal activity wearable data. IFMBE Proceedings, 2018, , 93-96.	0.2	4
39	Can e-government solutions enhance the work in municipalities?. , 2016, , .		3
40	Cognitive Computing Approaches for Human Activity Recognition from Tweetsâ€™A Case Study of Twitter Marketing Campaign. Springer Proceedings in Complexity, 2019, , 153-170.	0.2	3
41	Value Assessment of e-Government Service from Municipality Perspective. , 2017, , .		3
42	Value Creation in Business-To-Business Crowd Sourcing. International Journal of Knowledge Society Research, 2014, 5, 28-39.	0.8	2
43	Perceived risks in social media use. , 2016, , .		2
44	Visualising maritime vessel open data for better situational awareness in ice conditions. , 2018, , .		2
45	Crowdsourcing in Business-to-Business Markets. , 2016, , 933-943.		2
46	Replacement of the Project Manager Reflected Through Activity Theory and Workâ€™System Theory. , 2011, , 111-121.		2
47	Identifying weak ties from publicly available social media data in an event. , 2016, , .		2
48	An Activity Theory Perspective on Creating a New Digital Government Service in Finland. , 2019, , .		2
49	Utilizing Design Factory Principles towards Education 4.0 - Developing Innovation Spaces in Vietnam. , 2022, , 77-92.		2
50	Future of crowdsourcing and value creation in different media environments. , 2013, , .		1
51	New era of business analytics. , 2014, , .		1
52	CAN CROWDSOURCING PLATFORMS BE USED IN B2B INNOVATION?. International Journal of Population Studies, 2016, , 393-421.	0.0	1
53	Chapter 6 Collaborative Writing and Knowledge Creation in a Social Media Online Community. , 2018, , 95-109.		1
54	Sense of Virtual Community in Wikipedia Online Community for Technology-Enhanced Learning in Higher Education. Springer Proceedings in Complexity, 2021, , 233-245.	0.2	1

#	ARTICLE	IF	CITATIONS
55	The 5C categorization of social media tools. , 2016, , .		1
56	BLOGGING AS A VIRTUAL CO-LEARNING ENVIRONMENT IN THE INTERNATIONAL COURSE CONTEXT. EDULEARN Proceedings, 2016, , .	0.0	1
57	Co-creating Digital Services for Citizens: Activity Theory Analysis. , 2019, , .		1
58	Sensory Technologies for Improving Employee Experience and Strengthening Customer Relationships. Translational Systems Sciences, 2020, , 275-291.	0.2	1
59	Design Factory â€œ Supporting technology studentsâ€™ learning of general competences through university-industry collaboration. Lumat, 2022, 10, .	0.2	1
60	Value added of social media in open innovation community. , 2014, , .		0
61	Novel ICT-Enabled Collaborative Design Processes and Tools for Developing Non-Road Mobile Machinery. , 2015, , .		0
62	CROWDSOURCING FOR VALUE CREATION IN LEAN START-UPS. International Journal of Population Studies, 2016, , 423-441.	0.0	0
63	Virtual Hackathonsâ€™ A Novel Approach for University-Industry Collaboration. Springer Proceedings in Complexity, 2021, , 247-257.	0.2	0
64	EXPERIENCED RISKS IN SOCIAL MEDIA USE - LONGITUDINAL STUDY AMONG UNIVERSITY STUDENTS. EDULEARN Proceedings, 2016, , .	0.0	0
65	I FEEL GREAT - UNIVERSITY STUDENTS AFFECTIVE EXPERIENCES ON LEARNING AND TEACHING. , 2016, , .		0
66	Value Creation in Business-to-Business Crowd Sourcing. , 2019, , 1419-1432.		0
67	Value Creation in Business-to-Business Crowd Sourcing. , 2019, , 769-782.		0
68	Evaluating the Business Impacts of Social Media Use With System Dynamics and Agent-Based Modeling. , 2019, , 1479-1491.		0
69	Identifying Different Types of Social Ties in Events from Publicly Available Social Media Data. , 2019, , .		0
70	Data Strategy Framework in Servitization: Case Study of Service Development for a Vehicle Fleet. Springer Proceedings in Complexity, 2019, , 377-389.	0.2	0
71	Open Data Ecosystems in Public Service Development. Advances in Intelligent Systems and Computing, 2020, , 58-64.	0.5	0
72	Open Ecosystem for Smart Mobility System Operation and Maintenance. Advances in Intelligent Systems and Computing, 2020, , 29-34.	0.5	0